

# SHOTGUN SPORTS

THE WHY, WHEN, WHERE AND HOW OF CLAY TARGET SHOOTING



# THE SHOTGUN AND YOU!

**Shotgun shooting** is a sport that everyone can enjoy in and out of hunting season.

Young and old, man and boy, mother and daughter—all desirous of becoming proficient in shotgun shooting—can participate on equal terms in this exciting sport.

Today, there are over 14,000,000 licensed hunters—hundreds of thousands of men, women and children participating in trap, skeet and other shotgun sports.

**This healthful, character-building sport has become one of America's leading family recreations.** On vacations, weekends and during the long summer evenings, thousands of families take to the fields and engage in shooting competitions and exciting shooting games. Hunters find these sports an ideal way to sharpen the eye.

Yes, shotgun shooting is a sport for you . . . and you . . . and especially **you!**



## ◀ SHOTGUN SHELL:

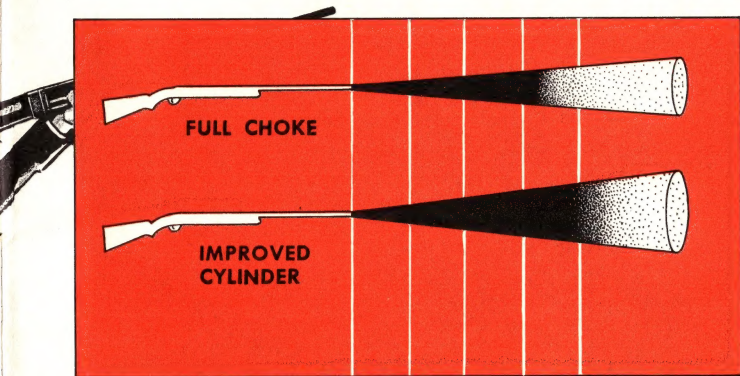
- |              |         |
|--------------|---------|
| 1 PRIMER     | 5 WADS  |
| 2 BRASS HEAD | 6 SHOT  |
| 3 POWDER     | 7 CRIMP |
| 4 PAPER TUBE |         |

The shotgun got its name from the fact that it fires numerous tiny lead pellets called shot.

The bore of a shotgun is smooth, as distinguished from a rifle which fires a single bullet that closely fits a grooved bore.







Choke in a shotgun means the degree of constriction at or near the muzzle which controls the spread of the shot at the target. The above graphically illustrates the difference in pellet spread that can be expected as the shot gets farther from the muzzle. Other chokes are available.

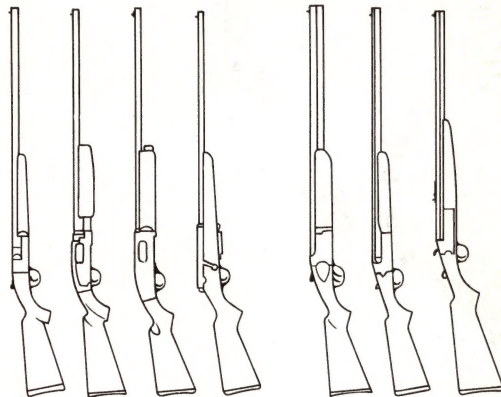
## SHOTGUNS ARE KNOWN BY GAUGE SIZE—10, 12, 16, 20, 28 and .410.

Originally a shotgun's bore size was determined by a specific round lead ball. The number of round lead balls to the pound became the "gauge." The bore fitted by a round lead ball, twelve of which weighed a pound, was a "12 gauge," etc.

The one exception is the .410. The diameter of its barrel is measured in inches—.410.

## TYPES OF SHOTGUNS

There are two general classes of shotguns:



### 1. SINGLE BARREL GUNS

- Single shot
- Slide action or pump
- Auto loading
- Bolt action repeater

### 2. DOUBLE BARREL GUNS

- Over-and-under
- Side-by-side
- A combination of one smooth bore and one rifle barrel

## SAMMY SHOOTER SAYS:

**Treat every gun with the respect due a loaded gun.**



# THERE'S A SHOTGUN GAME



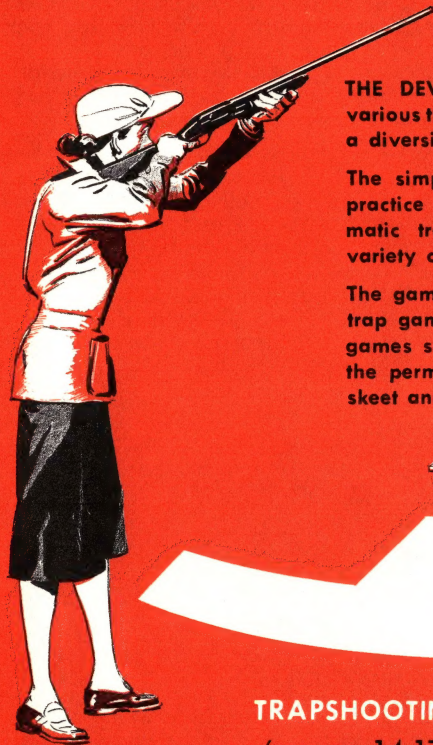
**HAND TRAP  
GAMES**  
(see pp 10-11)



**PRACTICE TRAPS**  
(see pp 12-13)



# FOR EVERYONE!



**TRAPSHOOTING**  
(see pp 14-17)

**THE DEVELOPMENT** of the clay target and the various traps for throwing it, make shotgun shooting a diversified, year 'round sport.

The simple, inexpensive hand trap, the movable practice trap and the permanently installed automatic trap afford the shotgun shooter a wide variety of shooting activity.

The games range from the simple, informal hand trap games to the more complicated practice trap games such as the Grouse Walk, Rabbit Run and the permanent installation games such as formal skeet and trapshooting.



**SKEET**  
(see pp 18-21)



# ...THE TRAP

The name for the device used to propel clay targets comes from the fact that the original trapshooters placed live birds in a series of traps. On signal, the operator of the traps pulled a cord liberating the birds as targets for the shooter.

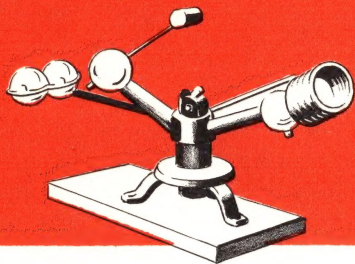
Some of the traps seem highly comical when viewed in the light of today's skillfully devised mechanical traps. It is reported that in the early 1800's there was an English shooting club called the "High Hats." It was said to be so named because the shooters placed a live bird under their "toppers," raised them at a given signal, then, after replacing the hat, took a shot at the escaping bird.

In 1866, glass balls were introduced as targets in order to give the illusion of actual live game. Feathers inside the balls scattered all over the landscape when the shooter scored a hit.





# MAKES THE "BIRD" COME ALIVE

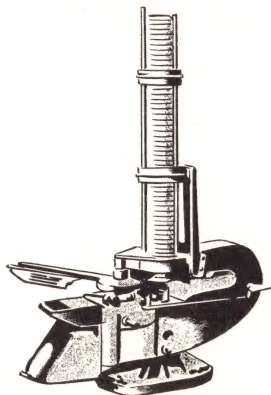
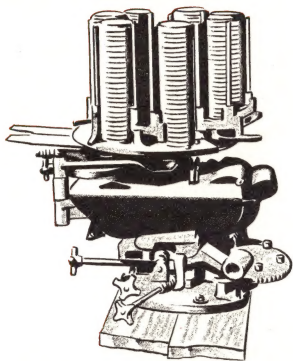


Various ingenious traps were invented for throwing these glass balls. Not the least interesting was the Card "Standard Revolving Double Trap" which could throw two balls at a time in unpredictable directions, but not toward the shooter.

Today's traps are a far cry from these primitive attempts at simulating game in flight.

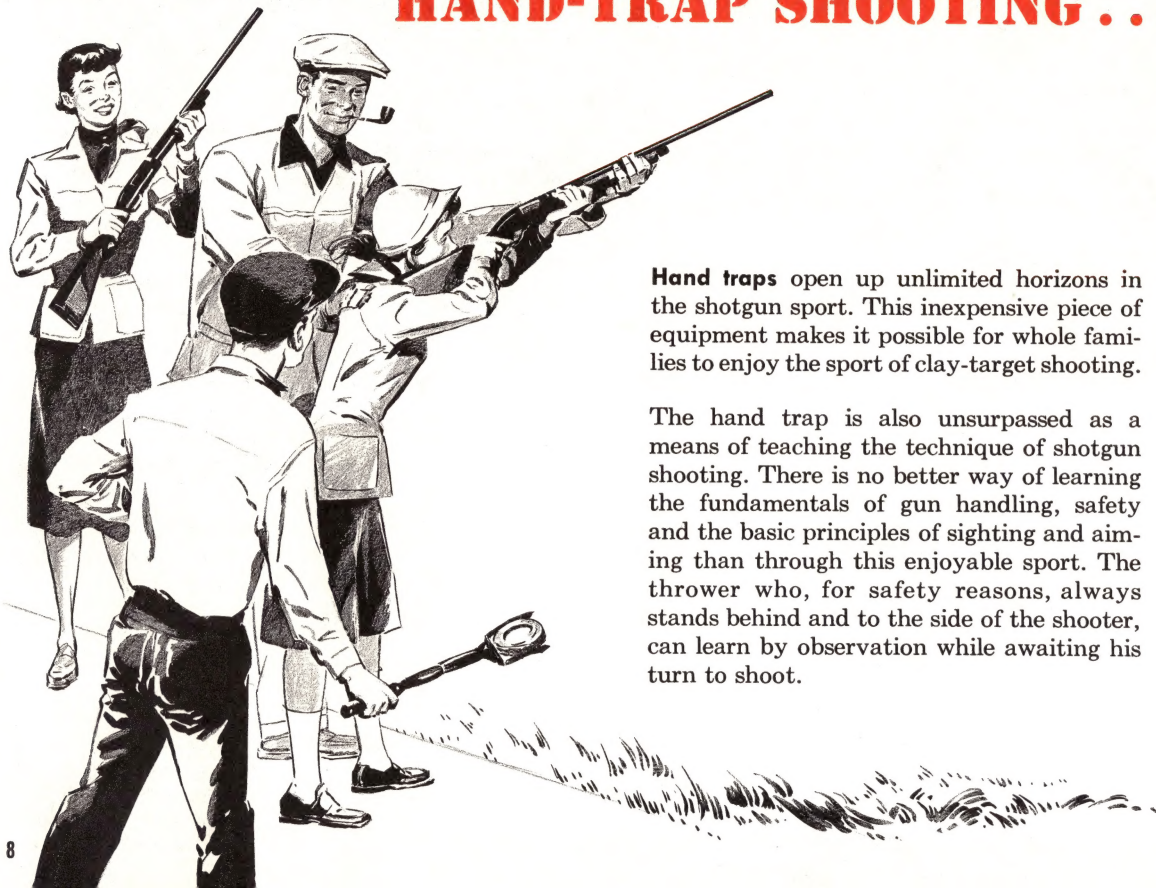
The last word in trap development is represented by the streamlined automatic push-button operated traps, two examples of which are illustrated here.

Automatic traps such as these are utilized at gun clubs, estates, country clubs and similar large trap and skeet shooting installations.



**SAMMY  
SHOOTER  
SAYS:**  
Always be sure  
barrel and action  
are free of  
obstruction.

# HAND-TRAP SHOOTING... THE



**Hand traps** open up unlimited horizons in the shotgun sport. This inexpensive piece of equipment makes it possible for whole families to enjoy the sport of clay-target shooting.

The hand trap is also unsurpassed as a means of teaching the technique of shotgun shooting. There is no better way of learning the fundamentals of gun handling, safety and the basic principles of sighting and aiming than through this enjoyable sport. The thrower who, for safety reasons, always stands behind and to the side of the shooter, can learn by observation while awaiting his turn to shoot.



# IDEAL FAMILY SPORT



In hand-trap shooting the thrower can pit his skill as a "pitcher" against the shooting prowess of the gunner. When two shooters are competing against each other in a hand-trap contest, very often, the better pitcher, by his guile and ability to throw tricky targets, will beat the better shooter.



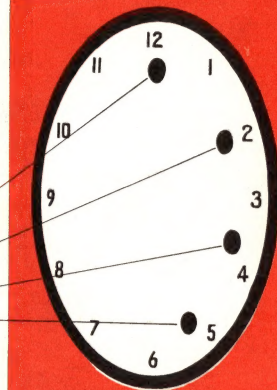
Hand traps and clay targets are available wherever guns and ammunition are sold.

**SAMMY SHOOTER SAYS:** You need only 300 yards for safe clay-target shooting. Be sure and ask the landowner's permission first. Invite him to join you.

# HAND-TRAP GAMES

**Hand-trap games** resemble most every type of shot that a hunter can expect in the field. With practice, a hand-trap thrower can vary his tosses to afford shots very similar to the close-to-the-ground rabbit shot, the somewhat higher quail shot, the still higher but straight-flying pheasant shot, and the high-flying duck or goose shot.

**Hand-trap games** are economical, versatile and completely adaptable to most any terrain. As a result, hand-trap shooting is an ideal sport for the expert gunner or novice—for two or more people and especially for the entire family. The number of hand-trap games that can be developed by the players is limited only by their ingenuity and skill.



## CROSS-OVER SHOT:

Thrower casts target across shooter's field of vision.



## DUCK BLIND SHOT:

For water-side shooting. A simple blind will suffice.





### WALKING TARGET:

Thrower walks behind and to the side of the shooter. The thrower tries to out-fox the shooter with a high or low angle bird.



### DOUBLE TARGETS:

One thrower releases his target a little behind the other—a double deception shot for the shooter.



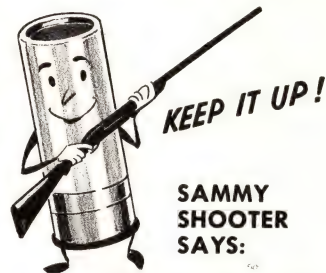
### TWISTING FLOATER:

A well-practiced thrower can perfect this "teaser," making the target float out lazily in front of the shooter.



### DECEPTION SHOT:

Target appears from behind available cover. Shooter, in readiness, watches sky.



**SAMMY  
SHOOTER  
SAYS:**

**Watch that muzzle!  
Be sure of your target  
and background.**

# IT'S ALWAYS OPEN SEASON WITH PRACTICE TRAPS

Fixed installations of mechanical traps afford excellent practice for shooting all year 'round. Trap games can be as simple or as elaborate as you desire. Here are some suggested games:

## DUCK TOWER

A practice trap is mounted on a high tower, or on a bluff or embankment. The shooter shoots at passing or overhead targets.

## QUAIL WALK

This is a multiple-trap walk. As few as four or as many as a dozen or more traps may be used. The traps can be adjusted for various angles. The targets are released as the shooter walks along the path. If one shooter participates he can shoot at any and all targets. If two shooters travel the course, one takes the right targets and the other, the left.

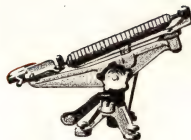
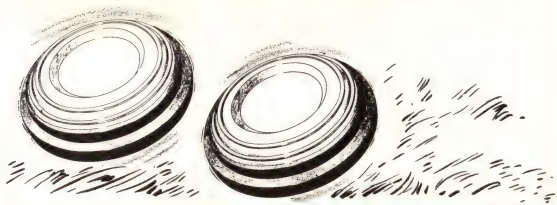






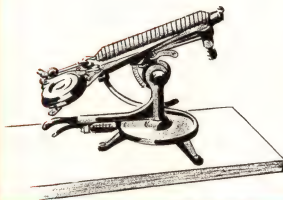
## RABBIT RUN

Gunner stands on platform on top of trap. Trap throws singles or doubles low to the ground at various angles out in front of gunner, simulating rabbits flushed out of underbrush.



## PRACTICE TRAPS

For further information about practice traps, ask wherever guns or ammunition are sold, or write to: **SPORTSMEN'S SERVICE BUREAU**, 250 East 43rd Street, New York, 17, New York.



## GROUSE WALK

A number of traps are hidden along both sides of a fence. Two gunners walk along, shoulder to shoulder, one on each side of fence. The gunner on the right shoots targets appearing on his side only. The gunner on the left takes shots on his side only.



## SAMMY SHOOTER SAYS:

Never point a gun at anything you do not want to shoot.

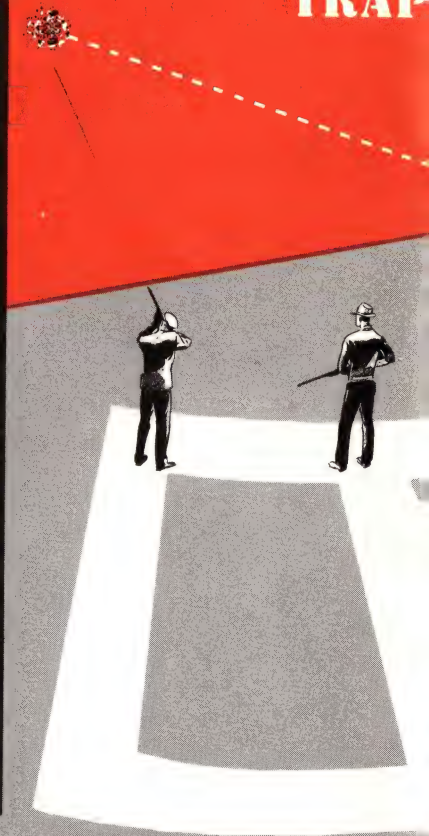
Trapshooting was well established in England as far back as 1750.

Today, at Vandalia, Ohio, more than 2000 shooters compete in one day on the world's largest trapshooting layout, owned and operated by the Amateur Trapshooting Association. This installation is the first permanent home of a nationally organized sport ever established in the United States.

In trapshooting, the shooter fires from five positions, 16 or more yards behind the trap.

Targets are thrown at various angles unknown to the shooter. The birds travel approximately 50 yards. The average target is hit, on the rise, about 35 yards from the trapshooter.

In competition, the trapshooter fires from each of the five stations, five shots from each station, 25 shots comprising a complete "round."

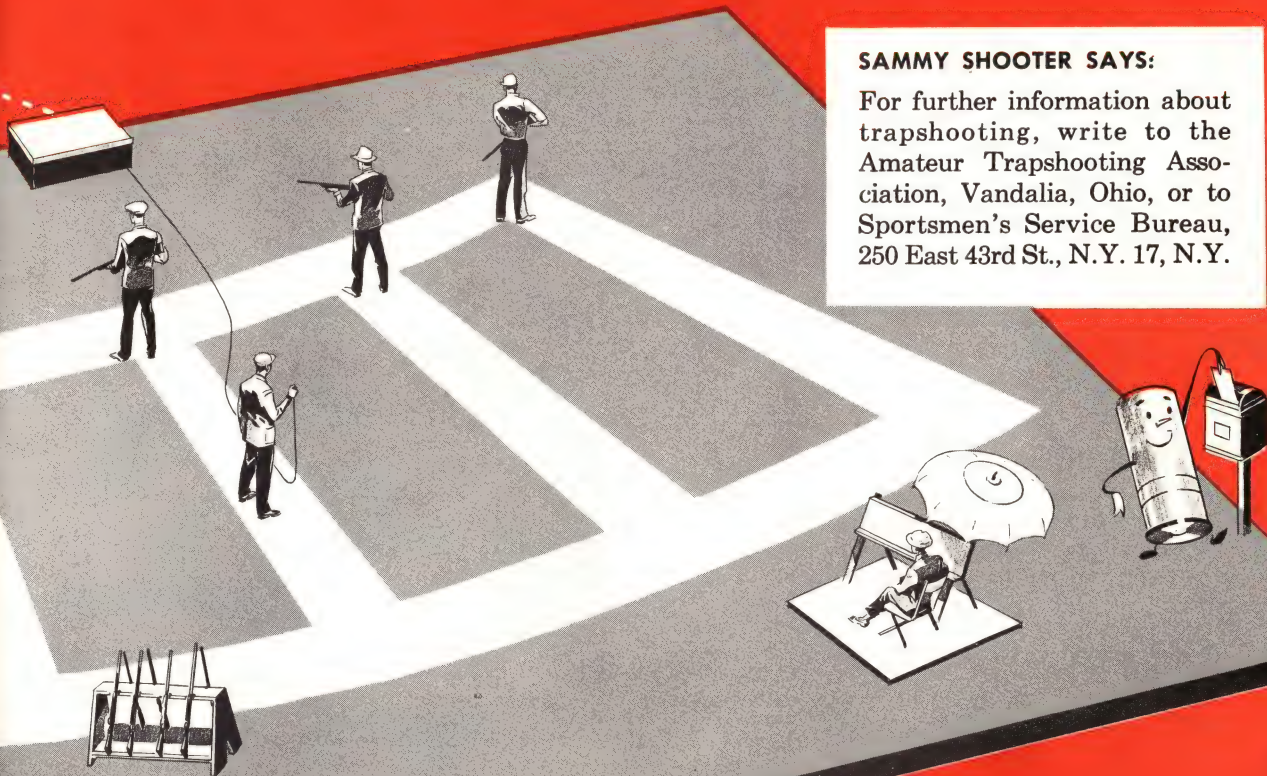




# SHOOTING... THE ORIGINAL SHOTGUN GAME

## SAMMY SHOOTER SAYS:

For further information about trapshooting, write to the Amateur Trapshooting Association, Vandalia, Ohio, or to Sportsmen's Service Bureau, 250 East 43rd St., N.Y. 17, N.Y.



# TRAPSHOOTING...THE SPORT FOR EVERY SHOTGUN OWNER

The strong competitive element in trapshooting attracts and holds experienced shooters. It also appeals to new shooters because of the simplicity of its rules and its sporting characteristics.

There are three classes of events in present ATA shooting competitions:

## SINGLES

Single targets at 16 yards, five shooters to a squad, firing from positions three yards apart.

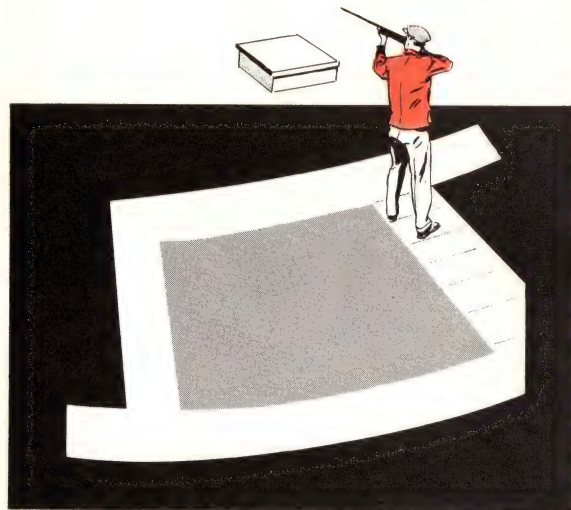
## HANDICAP

Single targets at handicap distances from 17 to 27 yards firing from positions on lines extended from the trap through the normal 16-yard positions.

## DOUBLES

Double targets at 16-yards, firing from same positions as singles.

Many live-wire clubs organize informal novelty shoots. The members participate in the fun on an equal footing. The more popular novelty shoots are. . . . .





## PROTECTION:

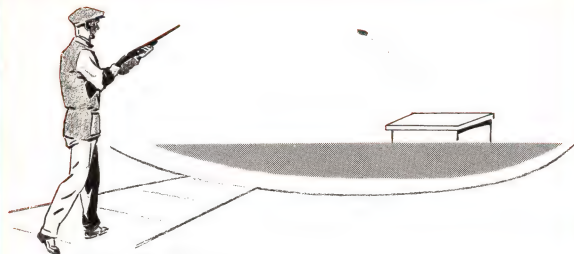
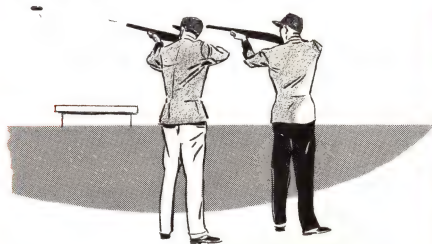
Five two-man teams take positions, one team to each station, twenty yards or more from the traphouse. The teams shoot in rotation.

Both members of a team get ready. If shooter "A" misses, shooter "B" can then fire to protect the score and a hit counts as a dead bird.

If shooter "B" fires at a target his partner has broken, or before his partner fires—it counts as a lost bird for the team.

Shooters "A" and "B" rotate from station to station.

The team breaking the most targets wins.



## QUAIL WALK:

The contestant, shotgun in hand, not at shoulder, starts walking from the twenty-five yard mark toward the traphouse. He gets his target anytime during walk.



## MERCHANDISE AND TURKEY SHOTS

The gun club or contestants put up merchandise as prizes. The value of the merchandise is pre-determined. Highest scorer gets first choice of merchandise and so on down the line until all the prizes are gone. This shoot is usually a short event, ten birds, two shots at each station or fifteen birds, three shots at each station.

To equalize shooting competition with field guns, a group of sportsmen developed a program of shooting "round the clock," each shooter having the same series of shots. The game was called "Skeet," a word of Scandinavian origin meaning "to shoot."

### A ROUND OF SKEET

A round of skeet for one shooter is 25 shots. The normal skeet squad consists of five men. Two targets are shot from each of the eight stations—one from the high house and one from the low house.

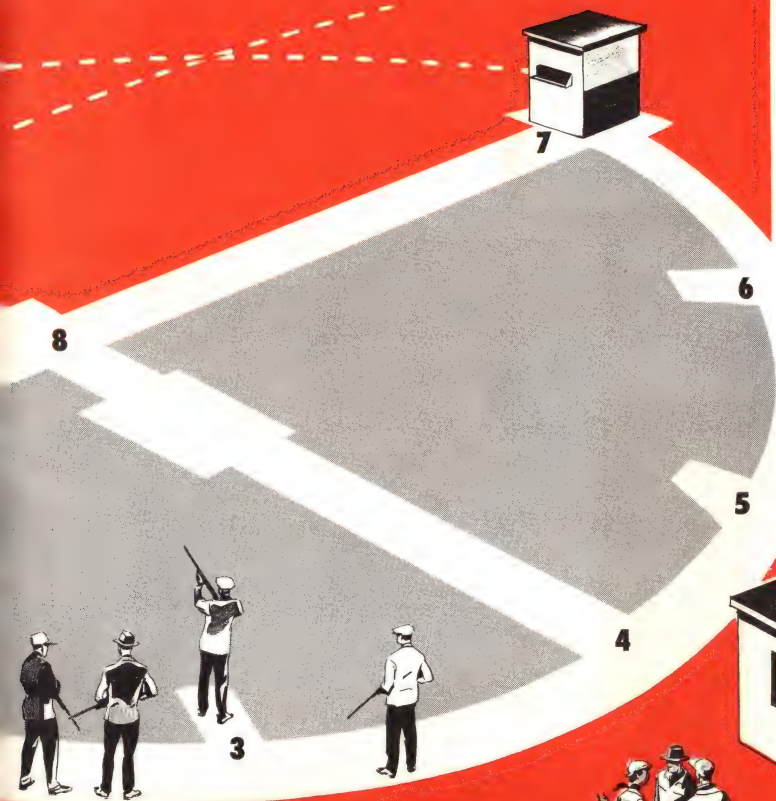
Doubles are then shot from stations 1, 2, 6 and 7. The twenty-fifth is called the "optional" and is a repeat of the first miss. If the shooter breaks all 24, he can call for any target he chooses as his optional shot.

## SKEET... A YEAR 'ROUND SPORT!



When winter snows put a halt to other outdoor activities, the year 'round sports of trap and skeet may be enjoyed to the utmost.





**SAMMY SHOOTER  
SAYS:**

The headquarters  
for organized skeet  
shooting is the Na-  
tional Skeet Shoot-  
ing Association  
(NSSA), 3409 Oak-  
land Avenue, Dal-  
las 19, Texas.



# SKEET..

Every man, woman or child who enjoys shooting, every sportsmen's club or association, any shooter—expert or novice—can participate in this fascinating 'form of shotgun shooting—a real family sport.

## HANDICAP SKEET

To cool off the hot shots at stations 2, 3, 4, 5 and 6, make them shoot 2 or 3 yards behind the normal line—or make them use a 28 or .410 gauge.

## PREFERRED GUNS

Any shotgun, except a single shot, is quite suitable. However, an open choke is recommended.

In skeet, two traps are used—one in the high house and one in the low. The targets are thrown along a fixed line of flight.





# THE SHOTGUN GAME FOR THE WHOLE FAMILY



Shotgun fun increases with practice —  
**PRACTICE = PROFICIENCY = FUN!**

## SKEET LEADS



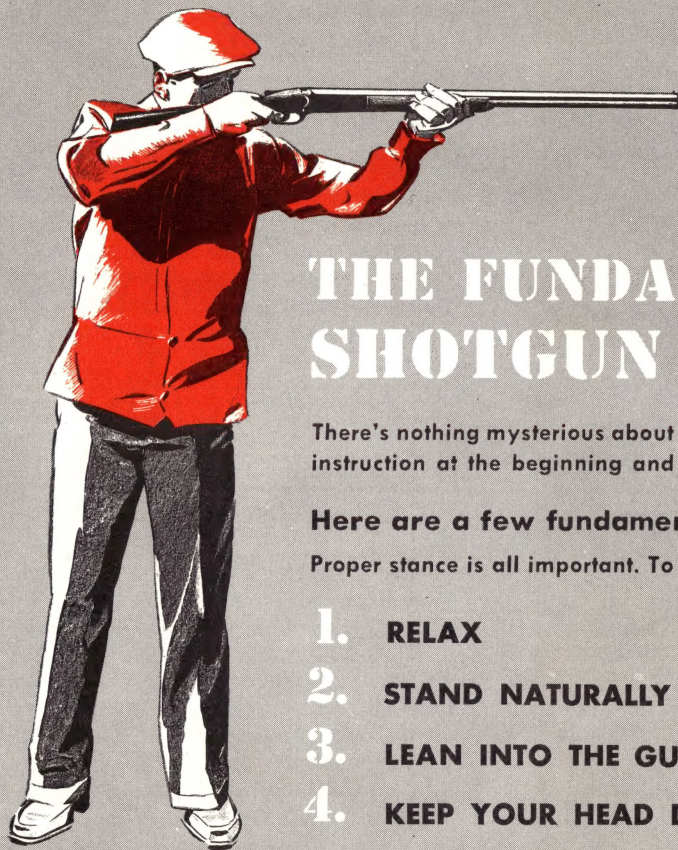
This table suggests approximate leads for each bird thrown in skeet; a beginner will find them helpful:

STATION	HIGH HOUSE	LOW HOUSE
1	½ ft. under	1 ft. ahead
2	1½ ft. ahead	1½ ft. ahead
3	3 ft. ahead	3½ ft. ahead
4	3 ft. ahead	3 ft. ahead
5	3½ ft. ahead	3 ft. ahead
6	1½ ft. ahead	1½ ft. ahead
7	1 ft. ahead	Point Blank
8	Cover	Cover

These approximate leads are given only as a starting point. Each new shooter with practice and experience will develop his own leads and follow-through. As you become more skilled at skeet or any other shotgun sport you will learn target flight angles and automatically judge leads, swing, and follow-through with accuracy.



There are five steps you must master if you want to hit the target. They are:



## THE FUNDAMENTALS OF SHOTGUN SHOOTING

There's nothing mysterious about good shotgun shooting. Seek expert instruction at the beginning and find out how to do it right.

**Here are a few fundamentals of good shooting:**

Proper stance is all important. To acquire this, remember these rules:

- 1. RELAX**
- 2. STAND NATURALLY**
- 3. LEAN INTO THE GUN**
- 4. KEEP YOUR HEAD DOWN**





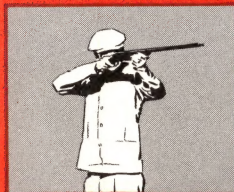
### 1. PICK IT UP

You must learn to spot the target quickly!



### 2. TRACK IT

Swing the gun to intercept the flight of the target.



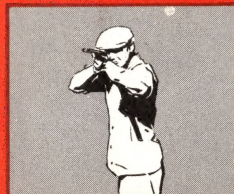
### 3. CORRECT YOUR LEAD

Learn to pivot smoothly in order to correct your lead.



### 4. SMACK IT

Practice makes you subconsciously pull the trigger at the right time.



### 5. FOLLOW THROUGH

After you've pulled the trigger, continue swinging through.

**THESE FIVE STEPS APPLY TO ALL FORMS OF CLAY-TARGET SHOOTING—IN FACT, TO ANY MOVING TARGET WHICH YOU BAG WITH A SHOTGUN.**

**POINT YOUR GUN**  
don't aim it!  
**PULL YOUR TRIGGER**  
don't squeeze it!

Raise the gun to the face in as natural a movement as possible. Don't strain, but cheek the stock firmly and hold the butt solidly against your shoulder—form makes the shooter!

### SAMMY SHOOTER SAYS:

Chances are, a Gun Club now operates in your community. If not, then a new club might well be started with excellent chances of success.

Gun Club properties are easy to maintain, require reasonably small acreage and safety requirements are easy to meet.

If you are interested, write to the Sportsmen's Service Bureau for helpful information.





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